

Nintendo  
OFFICIAL MAGAZINE

FREE  
TIPS BOOCH NO.3

ZOOIE™

Nintendo  
OFFICIAL MAGAZINE  
AWESOME



Designed For  
N64 Rumble Pak



1 Player



LICENSED BY

Nintendo

PAL VERSION

**SORTED!**  
EVERY LEVEL COVERED  
ALL JIGGIES  
ALL NOTES

# Gittin'

Rare's bear and bird buddy game rivals even mighty Mario 64 for platforming challenges. Beating it ain't easy. Let us show you how!

# Jiggys

wid it!

**WHAT'S INSIDE** ☒ All jiggies ☒ All notes ☒ Beat Grunty

"Without a doubt an N64 masterpiece. Sell your granny, go without sweets for a year! You've gotta have Banjo."

**SCORE 96%**

**Here are a few general tips for you to bear in mind during your quest.**

**The game has nine levels each containing 10 Jiggies. In each level is a Grunty switch which reveals more jiggies inside Grunty's Lair.**

You don't need to get all 100 jiggies to complete the game, but if you do there's a surprise ending. It's the same for musical notes, so get 'em all.

Pay attention to everything. Even the creatures' voices are important at the end of the game.

Look out for Grunty's sister, Brentilda. Note down the three clues she gives you. If you're low on health she'll top you up.

Each level has two hidden honeycomb bits. Find six, and you get an extra one.

## **QUICK TIP**

Watch out for small holes or hard to reach entrances. These sometimes lead to Cheato, a spell book that'll give you some special help.



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3

# Mumbo's Mountain

**I**nside Gruntilda's Lair, jump up the green columns to get yer first cute lil' Jiggy piece.

Then head through cave face with glowing red eyes to enter the first level: Mumbo's Mountain.

## Conga

Get Conga to hit switches on ground with oranges. Stand briefly on each one, then step away to avoid being hit. When all three have been hit, it's Jiggy time.



## Chimpy

Climb Conga's tree to steal orange, give it to Chimpy for Jiggy.



## New moves

**Egg shooting:** On cliff near Conga.

**Talon Trot:** Near to ruins.

**Beak Buster:** In village.



## Conga again

Jump to ledges above Chimpy, collect all eggs. Come back, stand on platform facing Conga. Shoot with three eggs while dodging oranges.



## Ruins

Have a good long look around the ruins.

This Jiggy can be found on mound in middle of the Stonehenge style ruins.

## Slope

Look on ledges on green slope near start.

Yer Jiggy'll be there waiting for ya... grab him!



## Jinjos, and where to find 'em!



**Blue:** Easy to find, on island by bridge.



**Green:** In smashed hut. You'll have to smash first.



**Pink:** On mound near start. He'll whistle at ya!



**Orange:** On top of ruins. Save 'im!



**Yellow:** On ledge on brown slope.

## Juju

Fire eggs into many mouths of Juju, Mumbo's totem pole. He'll vanish and leave a Jiggy in his place.



## Village

Go to village and do Beak Bust move to smash all huts. Last one you smash contains Jiggy.



**CONTINUED**

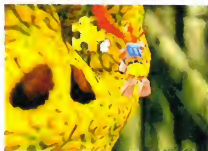
## QUICK TIP

Find an extra honeycomb by destroying all but one of Juju's pole segments. Stand on it and jump. Extra health is now yours. Enjoy!

# Mumbo's Mountain CONTINUED

## Mumbo's Skull

Do Flap Flip  
Jump to get  
piece  
hidden in  
left eye of  
Mumbo's  
skull-shaped



hut. You can only get these pieces by  
learning yer special moves real quick, so  
listen up to old specky bonce.

## Ticker's Tower

Collect five Mumbo tokens then go to his  
hut and he'll change you into a creepy  
crawly termite.

You can now climb to top of Ticker's  
Tower to get this Jiggy.



## Grunty's Lair

Hit Grunty switch on last column by  
Conga to reveal Jiggy on top of hill  
outside. Change into termite then leave  
level and climb up to get it.



## Grab all the Notes

Want every Note? Look here: **7** on  
bridge, **6** in pond, **9** on path up to  
tower, **4** on path up to ruins, **14** on top  
of ruins, **21** on ledges on brown slope,  
**18** on green slope, **6** on top of huts, **5**  
in smashed hut, **4** in Mumbo's hut  
and **6** in tower. Grab 'em all!



## Extra lives

1. In one of the  
smashed huts.
2. At top of Ticker's  
Tower, outside.



# Treasure Trove Cove

**I**nsert pieces in Treasure Trove Cove puzzle then go up ramp and dive into pool containing eggs.

Walk out through face in cave wall to room containing treasure chest. Jump in. Hey presto! Treasure Trove Cove!

## New moves

**Flying:** In crow's nest of Salty Hippo.

**Shock Jump Spring:** On top of cliff by columns.



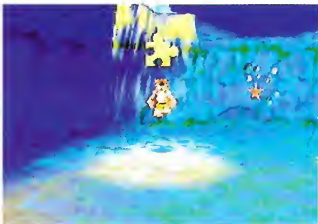
## Mine Pool

Past Salty Hippo, across floating crates, up staircase to pool with mine in it. Swim to bottom.



## Nipper's Shell

When Nipper stops nipping, dash in and Rat a tat rap peck his eyes. Do it three times to beat him, then go inside and defeat two crabs.



## Salty Hippo

Beak Bust trap-door on deck of Salty Hippo, dive down for gold.



Give to Cap'n Blubber. Jump over side and swim through open gunport to get the rest. Deliver to Blubber for Jiggy.

## Cliff ledge

Double jump along ledges on green brick cliff face 'til you get to arch hiding Jiggy.



**CONTINUED**

## QUICK TIP

To avoid Snacker, double jump before landing in water, rather than swimming all the way. The longer you stay in the sea, the more chance of being fish food.

# Treasure Trove Cove CONTINUED

## Grab all the Notes

Lookin for lovely Note treasure? Search here on the Cove: **4 on jetty**, **12 on staircase up to snapping chest**, **3 in rock pool past jigsaw piece 1**, **8 up palm trees by Salty Hippo**, **12 on elevated rocky path**, **6 inside Nipper's shell**, **11 in Salty Hippo rigging**, **8 in Salty Hippo's hold**, **4 in chest**, **4 on causeway leading to tower**, **3 above shock jump on rock column**, **6 on last treasure hunt rock**, **5 on underwater sand castle**, **4 inside underwater sand castle**, **1 at entrance to top of island**, **3 on spiral ramps on top of island** and **5 on top of lighthouse**.



## Treasure Hunt

Follow green causeway to top of rock with red X.

Beak Blast X and arrow appears. Follow arrows and Beak Blast Xs 'til message: 'You'll never find me'. Jump to island with red X. Beak Bust it, then chest for Jiggy.

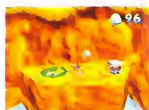


## Shock Jump Cave

Jump round pillars with shock jump pads to cliff face. Inside cave is puzzle piece.



## Tile Puzzle



Find bucket, then drop down to it from ledge above. Fill its hole by backfiring egg into it and it drains pool below, so you can enter sandcastle.

Inside you have to Beak Blast letters in BANJO KAZOOIE before time runs out. Then kill crab and grab Jiggy.

## Gruntilda's Treasure

Opposite cave leading to lighthouse there's a cave containing snapping chest.

Jump into chest to get Jiggy. This one's a bit tricky, as the chest'll try to snap yer wings off.



## Jinjos, and how to get 'em.



**Yellow:** On top of palm tree at top of island.



**Orange:** On ledge near first Jiggy.



**Pink:** On column by last treasure hunt rock.



**Green:** At top of Salty Hippo's mast



**Blue:** Under jetty where Banjo starts.

## Lighthouse

From Salty Hippo's crow's nest, fly to arch in centre of island, to cave on right. Fly thru to come out at top of island. Follow ramps 'til you reach bottom of lighthouse. Beak Barge door, grab Jiggy from top of lighthouse.



## Grunty's Lair

Whack Grunty switch, cannon fires Jiggy onto deck of wrecked ship outside this level. Grab it.



## Extra lives

1. On ledge near first jigsaw piece.
2. On crate near Sharkfood Island.
3. In first gap in causeway. Lovely!



## QUICK TIP

Use Beak Blast attack to kill slow moving targets like crabs. Different enemies'll need different attacks to take 'em out with least resistance.

# Clanker's Cavern

**U**se Shock Jump disc by green ramp to get to puzzle. Then follow ramp up to drainpipe.

Jump on top of pipe and go through tunnel. Drop to right then Beak Blast switch to raise two pipes. Jump across to the lake and Clanker's Cavern.

## New moves

**Invulnerability:** At entrance to slicing room (Jiggy 7).



## Long Swim

Swim down Clanker's left side and near his tail is pipe. Fill up with air then swim thru fast as you can. Grab Jiggy then swim back before you drown.



## Mutant Crabs

Swim through tunnel by Clanker's tail into room containing mutant crabs. Beak Bust 'em all and Jiggy appears.



## Clanker's Anchor

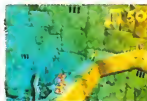
Swim down to bottom of Clanker's anchor chain, then swim through loop in key holding him down. Do it three times and chain'll be released allowing him to surface. Get jiggy on his back.



## Blowhole

Jump on bolt that shoots out of blowhole on Clanker's back.

Follow path carefully to Jiggy. That's another one in yer bag!



## Clanker's Throat

While bolt's in air drop through Clanker's blowhole. Dodge past rotating blades fer Jiggy.



## Clanker's Guts

Jump or swim through whole course of hoops, starting with green one, before time runs out. Practice makes perfect!



## Grab all the Notes

**8** on pipe walkway, **6** in pipe leading to Clanker's Lair, **7** in pipe on Clanker's left, **8** in mutant crab room, **2** in alcoves above spring shot disc, **8** under Clanker's anchor chain, **10** on Clanker's back, **4** on walkway above Clanker, **6** in Clanker's throat, **8** in Clanker's mouth (by crabs), **5** in tunnel leading out of Clanker's guts, **3** in other tunnel leading out of Clanker's guts, **6** in room with fast



blades, **4** on pipe up wall on Clanker's left, **5** on sloping pipe up wall on Clanker's left and **10** on high pipe at back of Clanker's lair.

## Slicing!

Fly through tunnel above hoop course to another slicing chamber. Dodge past blades and Jiggy's at other end. Grab the little fella.



## Clanker's Tail

Climb up Clanker's tail and jump to platform beyond. Jiggy's behind gate. Nab him!



## Toothache

On islands each side of Clanker's mouth. Shoot yellow teeth with eggs. Swim thru.



**CONTINUED**

## QUICK TIP

When swimming, line yourself up, use **B** to take a swimming stroke. If you go too far hit **A** to regain control. Use Kazooie for speed, and Banjo for accuracy.

# Clanker's Cavern CONTINUED

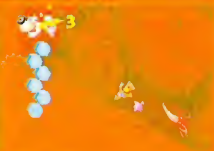
## Jinjos, and where to find 'em!



**Blue:** In underwater pipe on Clanker's right.



**Green:** On bottom of Clanker's anchor well.



**Pink:** Through passage in side of Clanker's guts.



**Orange:** Jump from left fin to platform. Jump left, up pipe onto drain. Bust grate.



**Yellow:** in start room follow high path of pipes. He's behind bee hive.

## Grunty's Lair

Beak Bust Grunty switch inside Clanker and eyes in Grunty's floor mosaic pop out. Beak Bust 'em back in for Jiggy.



## Extra lives

Two extra lives to be found.

1. Above the shock jump disc in Clanker's Lair.
2. Inside the square vertical pipe in Clanker's Lair.

# LEVEL 4 Bubblegloop Swamp

**J**ust outside Clanker's Cavern, press second switch then climb pipe across pool.

Press grate switch and swim inside to drop off jigsaw pieces.

Go back to drain room and climb hill to swamp room with Grunty statue.

Go through door on left to swamp.

## New moves

**Wading boots:** Explore first room.



## Pink Egg

Use jump shock to get on top of pink egg then Beak Bust to break first shell. Get down and Rat a tat rap on side to break second.

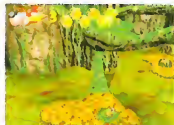
Keep breaking shells 'til the Jiggy appears.



## Swamp Race

Beak Bust green switch with jigsaw icon and piece appears on path above you, but you only get 45 seconds to reach it.

Switch to Kazooie and go for it.



## Grab all the Notes

Love Notes? Want 'em all? Here they are: **5 on first bridge**, 15 on floating logs, **5 by pink egg**, 20 on path leading up to Jiggy two, **5 on croc's nose**, 5 in swamp behind croc, **4 on Tanktup's flippers**, 9 in swamp beneath huts, **6 in croc's nostrils**, 12 in swamp maze, **6 in Tanktup's belly**, 5 in smashed hut and 3 top of gear sticks behind croc.



**CONTINUED**

## QUICK TIP

When wearing wading boots listen out for a ticking sound. This means that the boots are wearing out so get to dry land quick.

# Bubblegloop Swamp CONTINUED

## Flibbits

Go to island with six tree stumps. Flibbits leap out of each stump and attack, two at time. Hit 'em twice (Rat a tat rap is best). Kill 'em all fer Jiggy.



## Tanktup

Beak Blast Tanktup turtle's feet and he pulls 'em back into his shell. Do all four and he spits out Jiggy.



## Jinjos, and where to find 'em!



**Blue:** On top of 'gear stick' behind croc.



**Green:** You'll find him near the mid-air path.



**Pink:** Under one of the hut islands.



**Orange:** Easy, just behind Tanktup.



**Yellow:** On pillar by first bridge.

## Tiptup's Choir

Walk into Tanktup's mouth to find Tiptup's choir. Learn and repeat three short note/colour sequences and Tiptup hands over Jiggy.



## Treetop Village

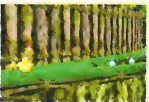
Beak Blast first hut to reveal jump shock disc. Jump up to the next hut and keep on going.

Last hut contains yer Jiggy.



## Swamp Maze

Climb ramp by croc, get boots to wade thru maze, fast as you can, changing boots. At end, press switch for 10 secs to grab Jiggy.



## Croctus and Co.

Shoot egg in mouth of yellow croc by entrance. He disappears, another appears in level. Find all crocs and feed 'em. Last has Jiggy.



## Mr Vile

Find Mumbo's hut in maze to become mini-croc. Go thru nostril to meet Mr Vile. Win 3 rounds of Yumbly-chomp game.



## Grunty's Lair

Whack Grunty switch in treetop village and hat on Grunty statue in swamp room explodes. Go up steps in that room to chamber with gold vase in middle. Beak Barge bricked up doors to find shock jump switch.

Hit it to activate shock jump disc by vase then use it to jump into vase. You'll drop through Grunty statue to get the Jiggy that was behind bars at bottom.



## Extra life

1. On top of pink egg.
2. In swamp by huts.
3. Win Mr Vile's extra game (3).

## QUICK TIP

Come back to see Mr Vile when you've got running shoes. They make it easier to win extra lives game. Nothin' like a bit of Banjo Air Max!

# Freezeezy Peak

**G**o to swamp cave containing wading boots then use 'em to run through slimy pipe.

Place jigsaw pieces, get boots from above entrance, run back to cave with gold vase. Go through cobweb room to snowy cavern where entrance is.

## New moves

**Beak Bomb:** Behind the huge stack of pressies.



## Twinkly Munchers

Beak Blast present, end of causeway. Release twinklies. Beak Blast twinkly munchers. If twinklies get to tree before time runs out switch appears on pot.

Shoot with 3 eggs to light tree, run to take-off point on presents. Fly thru star at top of tree 3 times. Jump in pot, climb tree.



## Snowman bombing

After learning Beak Bomb move, take off and attack snowmen. Aim for red crosses on their hats. When they're all gone Jiggy appears on top of giant snowman's hat.



## Wozza

Fly to Mumbo's island to be changed into walrus, then go up to Wozza walrus' cave. He'll give you Jiggy. Nuff said...



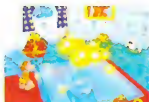
## Button Bombing

Take off and fly towards giant snowman. Beak Bomb three target-shaped buttons on his chest and Jiggy drops between his feet. Nick it and scarper.



## Presents

Find three presents and give to Boggy bear's cubs in igloo. First present is on island, second is inside Christmas tree and third is on the giant snowman's nose.



## Grab all the Notes

**9** on first slope, **4** round back of first slope, **5** around icy pool, **6** on cabin roof, **4** on top of stack of presents, **4** around snowman's podium, **10** round giant snowman's feet, **4** by Wozza's cave, **6** in Mumbo's hut, **9** in pool near Mumbo's hut, **19** on giant snowman's scarf, **12** in Christmas tree, **8** on top of giant snowman's hat.

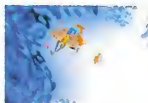


## Pipe

Climb or fly up to giant snowman's head and walk carefully along stem of his pipe. Jiggy's inside bowl.

## Sledge Stunt

Get up to snowman's head then jump on sledge. You'll slide down ramp, fly off and land on belly of Boggy sick bear, causing him to cough up Jiggy.



## Sledge Race

Change into walrus then go to clearing behind first ramp to meet Boggy for sledge race. Don't miss gate or you have to start again, and jump to get ahead. Beat him for Jiggy prize.



## Race again

Return when you've got trainers and go back to start of sledge race. You have to race Boggy on foot, with aid of trainers.



**CONTINUED**

## QUICK TIP

To stop yourself sliding about use Kazooie's Talon Trot whenever possible. His trusty claws'll keep you upright on the ice.

# Freezeezy Peak CONTINUED

## Jinjos, and where to find 'em!



**Blue:** On top of snowman's broom.



**Green:** Look behind the snow bound cabin.



**Pink:** On top of the big stack of presents.



**Orange:** On ledge in Wozza's.



**Yellow:** On high shelf in Mumbo's hut.



## Grunty's Lair

Hit Grunty switch under snowman and hatch opens on entrance to level. When you've got trainers come back, break cobwebs with eggs.

Jump to second level and find ledge with trainers. Hit switch behind shoes, grab 'em, jump down, run for cobweb cave where flying pad's appeared.

Take off and fly through high tunnel to calendar. Piece at opening at top.

## Extra lives

1. Behind blue crystal above Wozza's cave.
2. Inside Wozza's cave, by ice block.
3. On top of Mumbo's hut. Fly to get it.

# Gobi's Valley

**G**o to cobweb room and open 350-note door. Go thru and fill puzzle.

Then return to room with vase, get boots then run across sand to door in palm tree.

## Jinxy Sphinx

Fly to top of cacti in front of sphinx. Shoot egg into Jinxy's nostril, then jump to other column and shoot another one. Door between his feet opens.

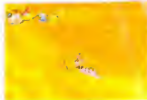
Go thru to room with magic carpets. Climb on first and shoot egg into sphinx nearby to raise it.

Jump along carpets using same method 'til you get Jiggy.



## Step Pyramid

Grab Running Shoes at top of sandslides by step pyramid, run down and trip switch at bottom. Run up pyramid to hatch on top before time runs out. Swim down, get Jiggy to flood 'moat'.



## New moves

**Running Shoes:** Meet specky at top of two sandslides.



## Pick Pair

Climb triangle pyramid, Beak Blast switch on top, go thru door. Dodge mummy to Beak Bust tiles. Match pictures for Jiggy.



## Loops of Gods

Take off, find idol with hexagonal loop on its head. Fly thru, another idol appears. Fly thru each idol's loop, Jiggy on sphinx's back.



**CONTINUED**

## QUICK TIP

Don't waste hours trying to open the doorway in cliff cave. It doesn't open. So don't worry about it. Get on with the game instead!

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# Gobi's Valley CONTINUED

## Histup Snake

Take off and Beak Bomb target on top of third pyramid.

Quickly run inside and talk to bloke. Now rear shoot eggs into rotating basket. When you've hit target enough times Histup snake appears.

Climb up to get nice Jiggy.



## King Sandybutt's Tomb

When moat's full, get on column by sphinx's head. Shoot 3 eggs in mouth and pyramid rises. Do from other columns, enter pyramid. Run thru maze, using invincibility to pass mummy. Jiggy in chest.

## Grab all the Notes

5 on first slope, 6 on paws of sphinx, 8 behind sphinx, 7 inside Jinxy, 7 inside Sandybutt's Tomb, 4 on bannisters by Sandybutt's Tomb, 9 around edge of moat, 6 at bottom of moat, 4 on bannisters by tile puzzle pyramid, 4 on tile puzzle

pyramid, 2 down beside tile puzzle pyramid, 4 inside tile puzzle pyramid, 2 up slope by 'O' cactus, 4 on step pyramid, 4 inside step pyramid, 11 by Grabba's pit, 8 inside Histup's pyramid and 5 at cave where magic carpet stops.

## Grabba

Go up slope behind step pyramid to get Running Shoes then leg it toward's Grabba's island, hopping over quicksand. To get Jiggy just jump at it on Grabba's palm.



## Gobi

Beak Bust sand block Gobi's chained to, so he can go find somewhere shady. Jiggy's yer reward.



## Watering Trunka

Gobi is resting in shade of Trunka. Beak Bust his back and he squirts water on Trunka, causing it to grow and reveal Jiggy. Fly to reach it.



## Jinjos, and where to find 'em!



**Blue:** Find the little blue fellow at bottom of moat.



**Green:** In nook behind tile puzzle pyramid.



**Orange:** On magic carpet inside Jinxy.



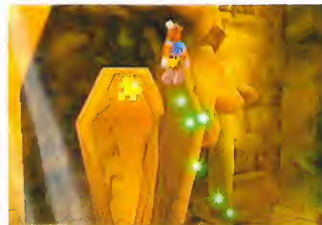
**Pink:** In pot at end of Sandybutt's maze.



**Yellow:** On island by entrance.

## Grunty's Lair

Maze in Sandybutt's tomb has Grunty block, right of exit. Hit and sarcophagus in golden vase room opens. Jiggy!



## Extra lives

1. On top of square pyramid.
2. Behind sphinx.
3. In Sandybutt's maze. Cool.



## QUICK TIP

After Gobi's watered Trunker, keep an eye open and look for him somewhere else. Find him and you'll get second honeycomb.

# Mad Monster Mansion

**O**pen 450-notes door in cobweb cave, swim and jump to picture.

Return to cobweb cave and take 350-note door. Go past lava to graveyard where Mansion is.

## Clock Tower

Break thru iron gates to reach church, climb on gravestone near entrance and jump up to clock tower. At top use jump shock disc to get onto weather vane. Jiggy's above it.



## Flowerpots

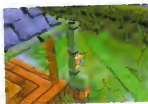
In graveyard surrounding church, rear fire eggs into flowerpots. Fill all five to earn yer Jiggy.



## Napper's Gold

Napper wakes up if you step on his creaky floor, so climb up his house's big drainpipe then make your way across to the chimney.

Drop down it then jump across chairs to get Jiggy without disturbing him.



## Well

Near ghost house is path to well. Dive in and swim to bucket. It holds Jiggy.



## Grab all the Notes

4 by entrance, 8 on Napper's roof, 8 in Napper's house, 4 around green pool, 2 on church organ pedals, 4 on church organ pipes, 4 on church pews, 10 on roof of church, 4 on church clock tower, 2 in Mumbo's hut, 3 in

long grass by Mumbo's hut, 4 on roof of ghost house, 4 inside ghost house, 4 in cellar, 4 around well 67, 5 in well 72, 6 in maze, 5 under big drain, 7 in sewer, 4 in top room with yellow Jinjo and 9 in other top room.

## Jinjos, and where to find 'em!



**Blue:** On column in green pond.



**Pink:** Nab pinky in barrel in cellar.



**Orange:** In corner of maze. Yoo hoo!



**Green:** On Napper's roof.



**Yellow:** On bed thru Napper's window.

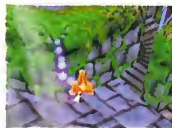
## Mozand's Organ

Find sundial overlooking green pool and Beak Bust it to open church door.

Quickly grab Trainers and run to door, jumping over all obstacles in the way.

Inside, climb up organ and follow

Mozand's tunes. Complete both of the tunes and Jiggy'll appear on top of the organ pipes.



**CONTINUED**

## QUICK TIP

Break all lit windows to find rooms full of goodies. You can jump through church's Banjo Kazooie window too. Don't it look ace!

# Mad Monster Mansion CONTINUED

## Ouija Board

Go to ghost house (with light shooting out of it) and break down door.

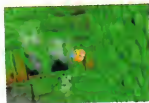


Go up to glass then jump on it and spell out BANJO KAZOOIE on Ouija board before time runs out, while avoiding circling ghost.

## Cellar

Break cellar door behind Napper's house. Use invincibility to kill ghost inside then smash open barrels.

Among all the other goodies you'll find yer lovely Jiggy.



## Big Drain

As pumpkin find hole in church hedge to ramp. Follow it to roof of Napper's house then gutter to top of drain. Go down it. Jiggy!



## Down Lav

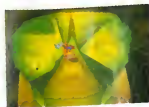
On upper level of Napper's house is window that leads to bathroom.

Go through as pumpkin then drop down toilet to appear in sewer by Jiggy.



## Grunty's Lair

Near top of church organ is take-off disc. Fly up into roof to find Grunty block, which reveals piece in eye of Grunty statue in cobweb chamber.



## Extra lives

1. In chandelier above Napper's table.
2. Behind church organ pipes.
3. In secret room behind Banjo Kazooie window, outside church.
4. Number four extra life's behind chapel, outside mansion.



# Rusty Bucket Bay

**A**s Banjo, smash entrance to chapel cave outside Mad Monster Mansion.

Return as pumpkin. Inside, change back and Beak Bust coffin for switch. Hit it to flood dock. Go up ramp in cobweb cave and through opening.

Swim to dock, jump across ship to Rare block. Smash it and hit switch to flood dock again. Swim through opening in opposite corner, find grate opposite hive. Beak Bust grate. Inside's Rusty Bucket Bay puzzle. Entrance on side of ship.

## Toll 2

Find 'Toll 2' pipe, shoot 2 eggs in for bridge. Cross to warehouse roof. Break side window, drop in, jump across crates for Jiggy.



## Anchor

Go to corner of mesh enclosure, jump to ship. Swim up anchor chain, head for corridor. Avoid Chompas, jump on anchor switch, release Snorkel dolphin and Jiggy.



## Whistles

Kill lifebelt on ship's starboard (right) side to reveal number. Go to switches above ship's bridge and blow whistles in order of number to reveal jiggy.



## Where to find all the Notes

**4** on grating by entrance, **4** inside warehouse with window, **5** around shark pool, **3** in radioactive waste, **8** in first container, far side of dock, **4** in container with TNT crates, **4** in anchor room, **5** on ship's gangplank, **6** on deck, at stern, **4** in propeller control room, **47**, **4** in sailor's

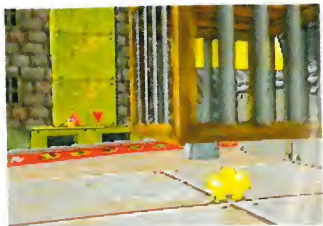
bedroom (behind porthole), **5** down pipe by gangplank **56**, **4** on ramp by front funnel, **8** between funnels, **2** on red boxes by bridge **70**, **3** in captain's cabin, **4** on ship's bridge (behind porthole), **5** in galley, **6** on cranes and **12** in engine room.

**CONTINUED**

## QUICK TIP

Stock up on gold feathers before taking on Boss Boom Box. You can defeat him and his evil minions in seconds using invulnerability.

# Rusty Bucket Bay CONTINUED



## Cage

Go to dock and climb first crane. Hit UP button to raise cage above Jiggy. Run round crane, up ladder and across jib.

Drop onto cage, onto deck then under cage. It won't drop 'til you've got Jiggy.

## Funnels

Use ramps and gangways to climb up ship's funnels. At top of front funnel is Jiggy. Grab it.



## Jinjos, and where to find 'em!



**Blue:** In middle blue crate with open hatch.



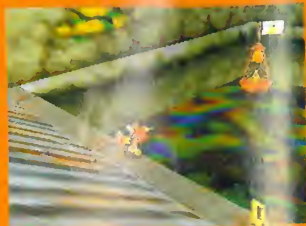
**Green:** In radioactive waste dump.



**Pink:** Under grate near start. Go thru hole below.



**Orange:** On dock past 'Toll 8' bridge.



**Yellow:** On buoy by shark.

## Engine Room

Go through pipe at back of ship to find room with switch. Hit it to slow down blades in engine room. To get to engine room, break door at base of funnel and climb down hole. Jump past blades to get yer lovely Jiggy.



## Propellers

Engine room has two propeller switches. Hit 'em both to stop ship's propellers. You've got 65 seconds to get behind 'em to grab Jiggy. Don't go back past spinning blades or you won't make it!



## Boss Boom Box

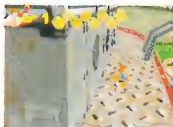
Climb stack of crates at back of ship. Jump to hanging crate then climb cable up to second crane. Walk across then down and hit DOWN button to drop crate on deck hatch.

Climb back up and across, then jump down to face Boss Boom Box. Destroy him with Beak Barges.



## Captain's Cabin

Go to starboard side at front of ship and find porthole that can be broken. Go through into Captain's Cabin and smash door under Jiggy. Kill worm, then jump up to get it.



## Grunty's Lair

Jump to suspended crate and climb to end of crane jib. Double jump to Grunty switch.

This'll reveal Jiggy in water



room with mine. The water room's just outside entrance to Rusty Bucket Bay.



## Extra lives

1. Under the broken window by the shark pool.
2. In engine room.
3. In one of crates by cranes (destroy all TNT boxes).

## QUICK TIP

At the end of this level you get another chance to meet Cheato. Find Jiggy in Grunty's Lair and he's nearby.

# Click Clock Wood

**F**ind forest room with bull. Jump up leaves on right to 765-note door. Go right and hit switch to make jigsaw switch appear.

Jump down, go thru hole half-hidden by grass to cauldron, takes you near pool. Swim thru, open level, return to forest. Entrance is at top of hill.

## Bee

In spring, go to Mumbo's hut to become bee. Fly to top of tree. Jiggy's in flytrap.



## Gnawty's Boulder

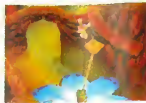
Go to Summer and Beak Barge boulder to smash it.

Now go to Autumn to swim up into Gnawty's lodge and get lovely Jiggy.



## Flower

In Spring, rear fire five eggs into hole in patch of soil to grow flower. In Summer and Autumn, Beak Bust Gobi camel to water flower 'til it blossoms. Climb up to bee's nest, then drop off end into flower to get Jiggy.



## Grab all the Notes

### SPRING

4 outside, 12 on root ramps up to tree, 4 around flower.

### SUMMER

2 on leaf platforms near start, 2 up Gnawty's ramp, 3 by bee hive, 4 by tree house, 5 near Nabnut's house.

### AUTUMN

3 on flytrap left of start, 2 in Gnawty's lodge, 5 beside flower, 4 in

Mumbo's hut, 3 on fly trap by tree on water's edge, 15 on low path around trunk, 1 at top of main root ramp, 4 in beehive, 3 in Nabnut's house and 8 around Eyrie's nest.

### WINTER

4 on Y-shaped branch, 4 on snowman's platform by Nabnut's house, 4 on steps past Nabnut's house and 4 on roof of tree house.

## Eyrie

In Spring, climb tree to nest with giant egg. Break with Beak Buster to hatch Eyrie eagle. In Summer, collect 5 caterpillars, go and give 'em to Eyrie. In Autumn, get 10 caterpillars and feed. In Winter go to nest. Eyrie takes off, leaving Jiggy.



## Leaf jump

Go to Autumn and jump up leaf platforms that go up side of tree. Last platform has Jiggy on it.



## Tree House

In Summer, climb up to tree house. Jump across broken floorboards to Jiggy.



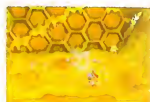
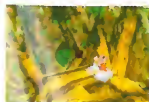
## Nabnut

In Autumn, climb tree to find Nabnut squirrel. Four of six acorns you need are on ledges outside his house. Also inside house and bottom of pool behind window.



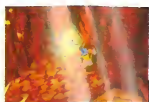
## Bee's Nest

In Summer, go to bee's nest and break hatch on top. Go for Jiggy, then when bees come out use your invincibility and let 'em hit you. After while bees give up and you get Jiggy.



## Tree tops

In Autumn, continue on from Eyrie's nest, jumping across wooden platforms 'til you reach door. Beak Barge it in, then go through room of tentacles to get Jiggy.



**CONTINUED**

## QUICK TIP

When you're feeding Eyrie remember that caterpillars always appear in same locations. Most of 'em are in Summer.

# Click Clock Wood CONTINUED

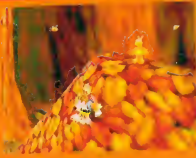
## Jinjos, and where to find 'em!



**Blue:** On Mumbo's hut (In winter).



**Green:** In flytrap near top of tree (spring).



**Orange:** On leaf pile near flower (autumn).



**Pink:** In hive (In spring).



**Yellow:** In grass at entrance (summer).

## Grunty's Lair

Fly to Grunty block in Winter.

Beak Bust it and Jiggy'll appear right at top of the tree outside the level. Transform into bee then go out and fly up to it. The Jiggy's got yer name on it.



## Extra lives

1. Flytrap, tree stump in water (Spring).
2. In tentacle room at top of tree (Spring, Summer).
3. In long grass by flower (Summer).
4. In tree house (Summer).
5. In fly trap near tree house (Autumn).

# Furnace Fun

**G**o to forest room with bull and jump up leaves.

Open 765-note door and go through green tunnel. Stand on transporter pad to appear on game board.

## Rescuing Tooty

You need all of Brentilda's clues and a full stock of eggs and gold feathers before game starts. The best tip we can give is that you get Banjo Kazooie Joker so you can skip two of the time challenges.



## The Very End

That ain't the end! Go up tower where Grunty escaped. Open musical doors to fill up with feathers and eggs. Picture'll double health. Cauldron catapult to roof.

### 1. Grunty's Swoop

Jump as Grunty swoops. When her broom crashes hit her with five eggs. Counter homing spell with invincibility.



### 2. Battlements

Grunty attacks from beside tower. Follow her and stand behind nearest battlement until she's fired four fireballs.

Jump up and hit her with three eggs and repeat.



### 3. Broom Battle

Take off, Beak Bomb Grunty 4 times. Land when shield appears.



### 4. Jinjo's Revenge

Shoot one egg into all Jinjos. Do it again, they'll attack Grunty.



### 5. Jinjonator

Shoot all four holes in Jinjonator, do it again to finish job.



## Banjo challenge

Phew! What a totally amazing game. You've finished Banjo, now here's a challenge: finish the game in under ten hours with all 100 pieces, all 900 notes and all extra honeycombs. Easy!

## QUICK TIP

Rack up as many lives as you can for final encounter. Collect three lives on game board then fall off stairs. Restart, collect lives, and repeat.



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